U/SNS-AF8E-USA

GAMETEK

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

STORYLINE

In the darkest depths of space many beings lurk... some are unimaginable creatures of terror... & others just happen to be rather nice (despite being green & spotty!). The Insideos are, however, definitely the former... evil, twisted & purple - their one aim is to conquer all lifeforms who possess more than one leg - for, by a curious twist of fate, the Insideo race have always been monopods. This is the root cause of their insane jealousy - they hate anyone - or anything that possesses more than one limb (many planets in the galaxy have been taken over by the snarling Insideo hordes!).

The Insideos learn of the peaceful Fleaworld, where the inhabitants have not only two legs - but four arms... & that, to an Insideo, is simply adding insult to injury! So, on the Insideo home world, the massive DESTRUKTOKON starships are launched - with the Evil Baron Von Spitz at their helm, with a mission to cut the Fleaworld down to size!!

The attack comes quickly - the citizens of Fleaworld are a peaceful bunch - so the Insideo Troopers take very little time in herding the small & helpless fleas into the detention cells, deep in their Destruktokons... all, that is, save one little flea... a flea they happen to call Frantic!

As darkness falls Frantic sneaks into the Insideo ship - the advantage of his tiny size means he can easily avoid the Insideo detection devices. Eventually he reaches the holding pens & manages to set his brothers & sisters free. The newly liberated Minifleas scatter everywhere in blind panic searching the ship in an attempt to reach the exit doors... & freedom!

Meanwhile, inside the bowels of the ship, Frantic stumbles into an empty electronic lab (full of half finished Insideo devices) - as he searches around he stumbles over a massive machine marked 'Enormotron' (the only good habit the Insideos have is the clear labelling of their nefarious devices!). Frantic makes a snap decision - activates the machine & jumps inside. The machine magically increases his size to that of the Insideos... now, not only can he help his friends & even the odds... but kick purple alien butt too!

HOW TO PLAY FRANTIC FLEA

When the game begins you will be in control of Frantic Flea - your task is to collect enough of your "Miniflea" buddies to escape the Level - to do this you simply have to walk over the wandering Minifleas. As soon as Frantic/You touch them they will begin to follow you around - the more you touch & collect - the bigger your 'Fleatrail' will become. Each Miniflea equals 2% - so if you need 20% to escape you only have to collect 10 actual Minifleas.

Before each Level begins a screen appears informing you of which Level you are about to play & how many Minifleas are required to make the exit door open (so Frantic can reach the next stage).

IN-GAME INFORMATION

% OF MINIFLEAS FRANTIC HAS COLLECTED

NUMBER OF LIVES REMAINING

GLOBAL/LEVEL TIMER - 15 SECONDS BEFORE THE TIME IS ABOUT TO EXPIRE, A SIREN WILL SOUND (REPLACING THE MUSIC) - YOU MUST THEN TRY TO GET TO THE EXIT DOOR? OTHERWISE FRANTIC WILL LOSE A LIFE

The more Minifleas that are in Frantic's trail the more powerful Frantic will become - because their moves will duplicate all of Frantic's major movements - if you go left, they'll follow - if you jump, they'll jump - & if you Spin-Attack, they'll Spin-Attack. If you hit an enemy with a long trail, you'll find them very easy to destroy!

INTERACTIVE ENEMIES

The Insideo enemies within the game (listed below) are a fearsome bunch - their one aim is to round-up & re-capture the wandering Minifleas in each Level & prevent you from rescuing them. Their prime objective is always to capture Minifleas - Frantic, to them, is only their secondary objective.

Insideos are dangerous to touch - if you walk into one, without Spin-Attacking or having any Minifleas in your trail, Frantic will lose a life - if you Spin-Attack you will safely bounce off the Insideo (Insideos take a number of hits before bouncing off screen, or exploding). If you walk into an Insideo with a trail of Minifleas (without Spin-Attacking) Frantic will collide with the enemy - having the trail offers a certain amount of protection - the Minifleas will then tumble away from you & the trail will be lost - but Frantic will be temporarily invulnerable (allowing you to escape from the Insideo).

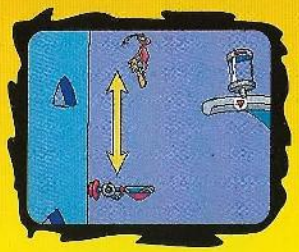
Insideos are always seeking Minifleas - some Insideo types pick up Minifleas & try to carry them away - if you allow one of these captured Minifleas to leave the screen it is removed from the game (& can no longer be rescued). To rescue a captured Miniflea, Frantic has to Spin-Attack the enemy - on first contact with the Spin-Attacking Frantic, the Insideo will drop the captured Miniflea (who will then either run away or wait for Frantic to collect him). Insideo devices that spark are very dangerous - not only must you avoid contact with the robot itself - but also the spark it generates (both can harm Frantic!).

ACTIVE OBJECTS

Around the Levels there are a number of mechanical devices - some of these devices are dangerous to Frantic & any Minifleas in his trail. 'Active' objects spark with yellow electrical energy - these objects must be avoided - if Frantic touches them with a Fleatrail the Minifleas will be dispersed (Frantic will lose the entire trail) & Frantic is given a few seconds invincibility, to move away from the spark. If Frantic touches a sparking device without a Fleatrail he will be 'Frazzled' & you will lose a life. Objects that do not spark - or spark with a blue energy bolt - are safe & do not need to be avoided.

BOUNCERS

Throughout the game you will find a number of bouncy springboards attached to various platforms. Use these to spring Frantic to higher platforms by holding down the jump button - Frantic will then jump slightly higher - if the jump button is held down continuously & Frantic has bounced on the springboard 3 times he will be at his maximum jump height.



PAINPODS

From Zone 2 onwards Minifleas not only wander around the Level waiting for Frantic to save them... but are also trapped inside devices called 'Painpods'. Minifleas caught inside Painpods are in danger... if you leave them inside too long they will be Frazzled, Popped or Squished - to save them Frantic simply has to walk passed the pod itself - this will activate the escape mechanism & the player will hear a pop as the Miniflea escapes... this Miniflea will then become part of the trail - the Painpod itself will remain on the map, but will be empty. When a Miniflea shouts, "Help Me!" its Painpod is about to activate - a counter then appears above the pod - when this counter reaches 0 something nasty will happen to the captured Miniflea - & Frantic will be unable to save the his little friend.

Trapped!

Rescue

Countdown

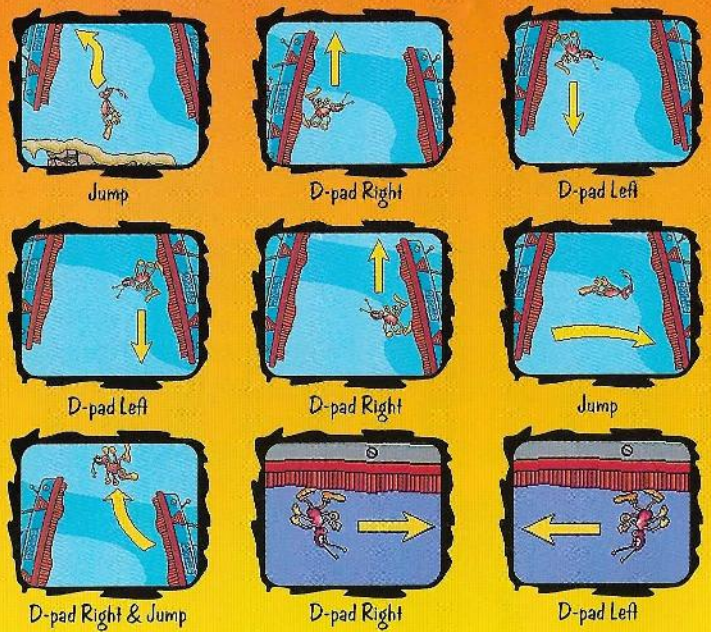
Frazzle

Fried

STIKKO

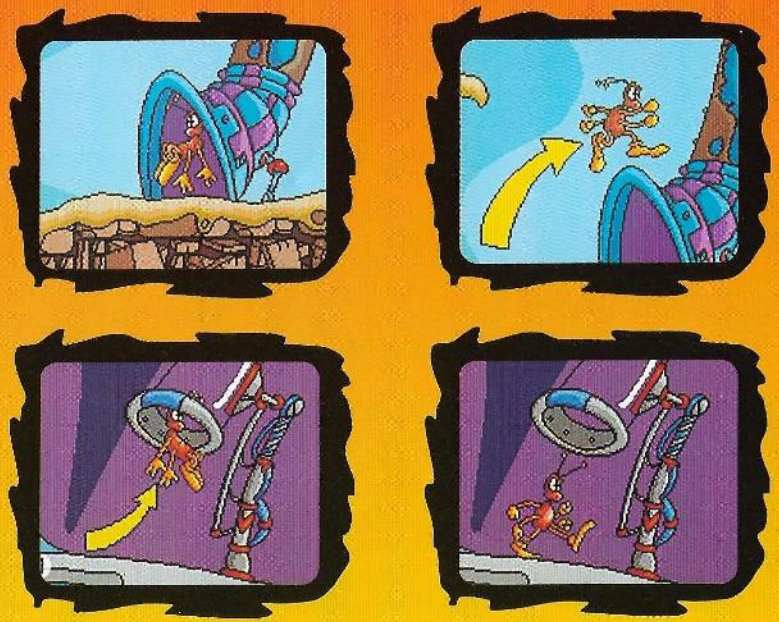
Stikko Suction Pads allow Frantic to climb walls & hang from ceilings... Stikko attracts Frantic to it (having a magnetic field around it). When Frantic & the Minifleas are attracted to Stikko, Turbo-Run & Spin-Attack are disabled, only 'jump' is still active. To get off Stikko you must walk towards the end of the pad &, in one continuous movement, jump & walk. If there is no other Stikko pad nearby Frantic will drop to the floor - if there is a pad nearby Frantic will be attracted to the new pad by its magnetic field.

To walk on Stikko, the joypad commands Left & Right (Frantic walking Left & Right) should function as if walking on a platform. Joypad Right will always make Frantic walk Right/Up, while Joypad Left will always make Frantic walk Left/Down.



SUCTION TUBES

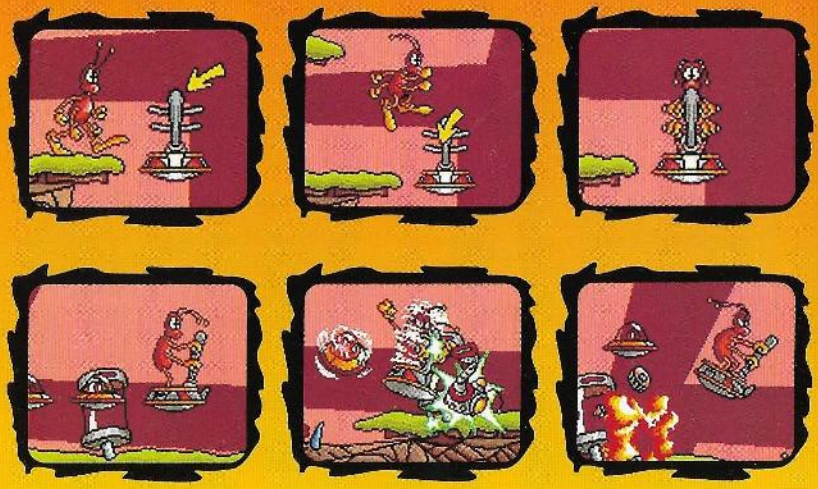
Suction Tubes can be used to quickly zip around Levels - to use them you simply have to guide Frantic into the open doorway - or pipe bottom - then you'll be sucked up the tube & deposited in another area. If you want to avoid being sucked into a tube jump over the open tube entry. In later Levels Frantic has to jump up into tubes - to avoid being sucked inside these, walk underneath them - do not jump.



THE HOVERPOD

Included in Zones 3 & 5 is a special device called a Hoverpod - this enables Frantic to fly around the screen. To activate the device you simply have to make Frantic jump inside it & then you'll be able to fly around & through the platforms themselves. While using the Hoverpod Frantic can still Turbo & Spin-Attack - the Minifleas that are in your trail will automatically appear in flying saucers (so they, too, can fly around the Levels).

To collect Minifleas from the Level or rescue Minifleas from Painpods you must jump out of the pod... Frantic can't rescue any Minifleas whilst in the Hoverpod - be careful where you leave the pod... Frantic must be able to jump back into it to carry on using its functions.



BONUS PICK-UPS

Scattered throughout the Zones are a number of pick-up bonus objects - to collect these objects you simply have to guide Frantic over the particular item (you'll hear a popping noise when you've picked it up). Items to pick up include extra lives, invincibility & the ability to fly... there is also, hidden somewhere in one Level of each Zone, a special token to make finishing the Level very easy...!

Life | Invincibility | Ability to Fly

PRACTICE MODE

Within the option menu there is the facility to play a practice game. The practice game allows you to play 9 of the 18 Levels - these Levels have less Insideos patrolling them - so use them to get accustomed to the way the game plays. You will not see the final Level or the game credits if you finish in practice mode - you must play Frantic Flea for real to see these screens!!

PASSWORDS & METERS

There is a password option available within the game - this will allow you to skip to different Zones (not Levels) - if you successfully complete Level 3 of any Zone a password will be displayed on screen - write this down & use it to skip through the Zones.

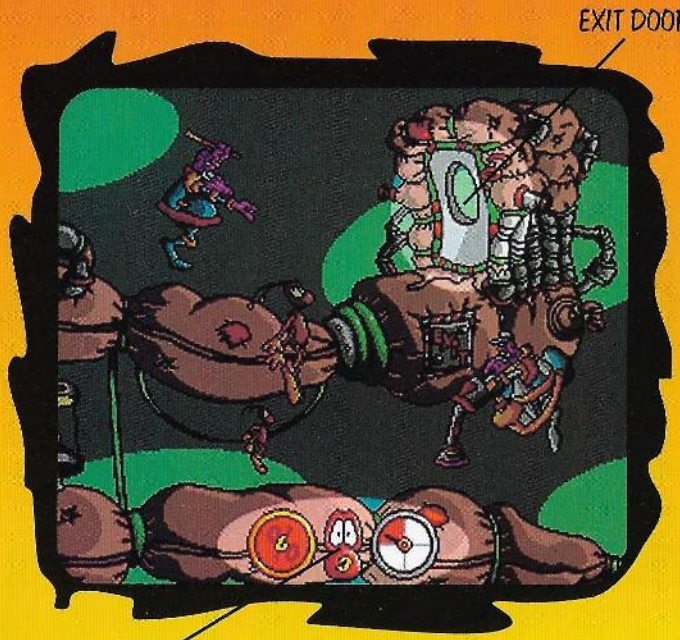
Before beginning to play a Level a meter will appear & register the required amount of Minifleas needed to exit that particular Level. This screen appears only at the start of each game.

After successfully completing a Level another screen appears - this will confirm how many Minifleas you actually rescued.

Another screen may appear after this if special bonus criteria are met (but we don't want to give too many clues about that!)

LEVEL TIMER & EXIT

There is a global time limit for each Level within Frantic Flea. You must complete the Level within the time limit - if not Frantic (& the Fleatrail) will fall from the screen & you'll have to try the Level again. To complete the Level you must guide the correct number (or more) of Minifleas to the exit door - which will then automatically open (& allow you to exit). When there are only 15 seconds remaining on your Level Time Clock (the pointer on the clock is in the red) the music will fade & be replaced by a siren - this is your final time warning to escape the Level (if you have enough fleas!).



ZONE INFORMATION

ZONE 1 - THE WHACKY LABS

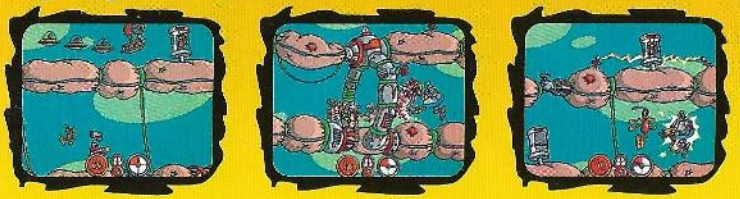
The game begins in the Whacky Labs (after Frantic has just enlarged himself in the Enormotron)... in these Levels there are only loose/wandering Minifleas & basic electric devices to overcome.

ZONE 2 - THE STIKKO HILLS

These Levels introduce a number of new devices - Stikko, Tubes & Painpods - & a lot more active sparking devices! Watch out for changes in the weather.

ZONE 3 - BOING CENTRAL

This Zone is the first to feature the Hoverpod - mastering how to fly the pod will make playing the higher Levels a lot simpler!



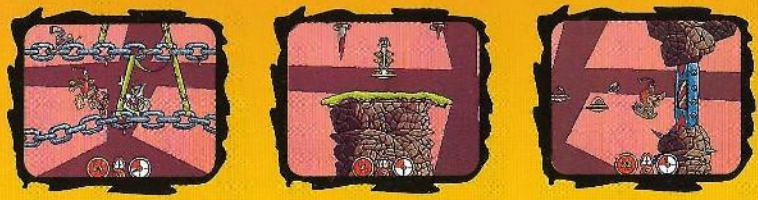
ZONE INFORMATION (cont.)

ZONE 4 - MANIK MOUNTAINS

Snow is very slippery so be careful controlling Frantic - make sure you play slowly or he'll slide off the end of the platform... careful play is rewarded in these Levels (look out for snowstorms too!)

ZONE 5 - THE FIRST FORTRESS

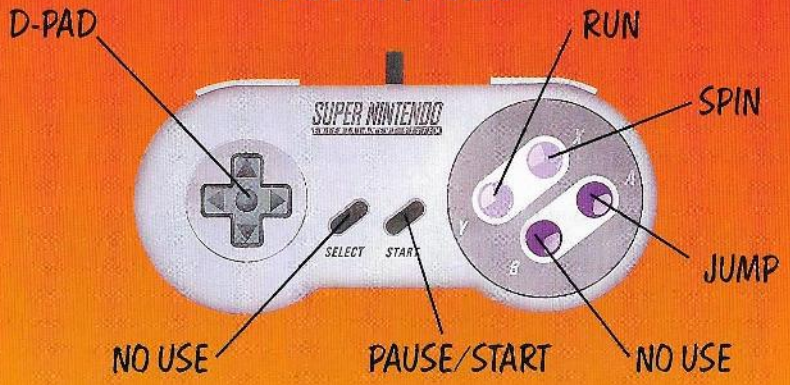
This Zone introduces a new style of gameplay & numerous 'nasty' devices. The dungeons are full of chains & rusty spikes that are embedded in the walls - the spikes are lethal to the touch for Frantic. Rusty spikes on 5.2 & 5.3 also present a problem for Frantic - especially on the Hoverpod! Caution here is the best way to fully complete these Levels.



ZONE 6 - INSIDE THE DESTRUKTOKON

Finally Frantic's quest is nearing completion... time is tight here & all your skills will be needed to escape the Destruktokon & free all your captured Miniflea buddies!

CONTROLS



FRANTIC CAN BE CONTROLLED USING THESE D-PAD FUNCTIONS:

D-Pad Left ..... makes Frantic walk left

D-Pad Right ..... makes Frantic walk right

D-Pad Down ..... makes Frantic duck

D-Pad Down+Left/Right (Diagonal) ..... makes Frantic crawl Left or Right

Button-X ..... makes Frantic Spin-Attack (hold it down & move to attack)

Button-A ..... makes Frantic jump & (with D-Pad) Frantic performs moving jumps

Button-Y ..... (if held down) makes Frantic prepare for a Turbo-Run
- let go of the button & Frantic will go into Turbo-Run mode
- press Button-Y again to brake

Controlling Frantic while using the Hoverpod is the same except Up/Down - which causes the pod to move up & down the screen.

There is a Redefine Joypad function available in the Options Menu.

HINTS

There are hidden ways of earning extra lives within each Level (there is the possibility of earning up to 3 extra bonus lives per Level on 15 of the 18 Levels!) - keep an eye on all the timers!

Play the practice mode to get used to the gameplay of Frantic - then use the layout of the game screens to play the more difficult actual game.

On 6 of the 18 Levels (one per Zone) there is a hidden token that, if found, will enable you to exit the Level with a very, very high number of Minifleas!

GOOD LUCK!

FLEA-TASTIC!!

COPYRIGHT INFORMATION

All game design material is © 1994 Haus Teknikka, all characters and Frantic Flea are © and ™ 1993 Andy Whitehurst and are being used under licensed agreement.

BOOKLET AND BOX DESIGN BY TEAM TEKNIKKA PR

FREE INTRODUCTORY COMPUSERVE MEMBERSHIP

As a valued GameTek customer, you are eligible for a special offer to receive a FREE introductory membership to CompuServe- the world's largest on-line information service.

By joining CompuServe, you can receive the latest news and product announcements concerning GameTek games. Enter [go GAMETEK] to get to the GameTek section of the Game Publishers' Forum. From the Game Publishers Forum [GO GAMEPUB], you can download updates to your favorite computer games or obtain demos of soon-to-be-released computer games. You'll also be able to trade tips, hints and strategies with other GameTek computer and cartridge game players in the Gamers' Forum [GO GAMERS].

To take advantage of this special offer, call toll-free 1-800-524-3388 and ask for Representative # 436 to get your introductory CompuServe membership which includes a personal User ID, pass word, $15 usage credit and an entire month's worth of basic services free.

GAMETEK CUSTOMER RELATIONS

- Phone: 1-800-439-3995
- 9 AM to 5:00 PM, Eastern time
- Fax: 1-305-935-9164
- 24 hours a day, 7 days a week

TO ORDER OTHER GAMETEK PRODUCTS

Call toll-free 1-800-GAMETEK, (1-800-426-3835). 24 hours a day, 7 days a week. Visa and Master Card accepted.

GAMETEK LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This GameTek software program is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this program. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any GameTek software product postage paid, with proof of date of purchase, at its Corporate Offices: GameTek, Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 • (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the GameTek software product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate GameTek. Any implied warranties applicable to this GameTek software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will GameTek be liable for any special, incidental or consequential damages resulting from possession, use, or malfunction of the GameTek software product.

Some states do not allow limitations on the duration of an implied warranty or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

GAMETEK®

2999 N.E. 191st Street, Suite 500, North Miami Beach, FL 33180 U.S.A.

PRINTED IN USA